



Chilly Chilli Rules

Aim of the game: To remember whotchillis have moved where as you try to build the coolest hand

Players: 2 to 6 players

Starting the Game: Each player takes a full set of chilli cards with a total heat of 21 (6 + 5 + 4 + 3 + 2 + 1) lays them out randomly, face down, in a line in front of them – and looks at them to remember whotchilli is where.

Playing a Round

- Roll the dice and the player with the **lowest score goes last**. The person to their left goes first
- The first player swaps any 2 cards from their set by sliding them from one set to another, with the aim of ultimately getting rid of the hottest. Both can be swapped with the same opponent or different opponents but players cannot look at the swapped chilli.
- The next player in a clockwise direction does the same but is not allowed to immediately undo a swap
- At the end of the round, every player can look at their cards, but they are not allowed to move them. (If you are playing with only 2 players you can only look at your cards every 2 rounds)
- The next round continues in the same way, including rolling the dice to see who goes last – the coolest position!

Winning the game: At the end of 6 rounds, the cards are turned over and the coolest player with the lowest total heat beats the hot heads and wins the game.

